

# SPECTRA 3200 User's Manual

## How to...

- [SPECTRA Information](#)
- [Set your desktop resolution](#)
- [Set your desktop color depth](#)
- [Set the refresh rate of your monitor](#)
- [Set the screen position of your monitor](#)
- [Set the gamma of your display](#)
- [Set your overlay color](#)
- [Set your cursor color](#)

## Using Screen Control II

- [Loading / Unloading Screen Control II](#)
- [Setting the Options](#)
- [Assigning Hotkeys](#)
- [Set your desktop resolution and color depth](#)
- [Set your refresh rate](#)
- [Set your refresh rate custom](#)

## Using Adapter Control

- [How the Adapter Control works](#)

## Using Refresh Control II

- [How the Refresh Control II works](#)
- [Set your refresh rate](#)

## Using SnapShot

- [How the SnapShot works](#)

## Using Media Scope

- [Understanding the Media Scope controls](#)
- [Capturing Video with Media Scope](#)
- [Playing MPEG and AVI files](#)
- [Playing Video and Audio CDs](#)
- [Creating a Program List](#)
- [Setting Options for Media Scope](#)

## Using V-Shot for high quality still image capture

- [Capturing pictures form a Video source](#)
- [Processing pictures](#)

[V-Shot Processor](#)

[Managing your film\[pre-processed pictures\]](#)

[Setting the Options Preferences](#)

## **Advanced Options**

[Setting the General Options](#)

[Setting DirectX Compatibility Options](#)

[Setting Direct3D performance](#)


[Setting OpenGL Options](#)

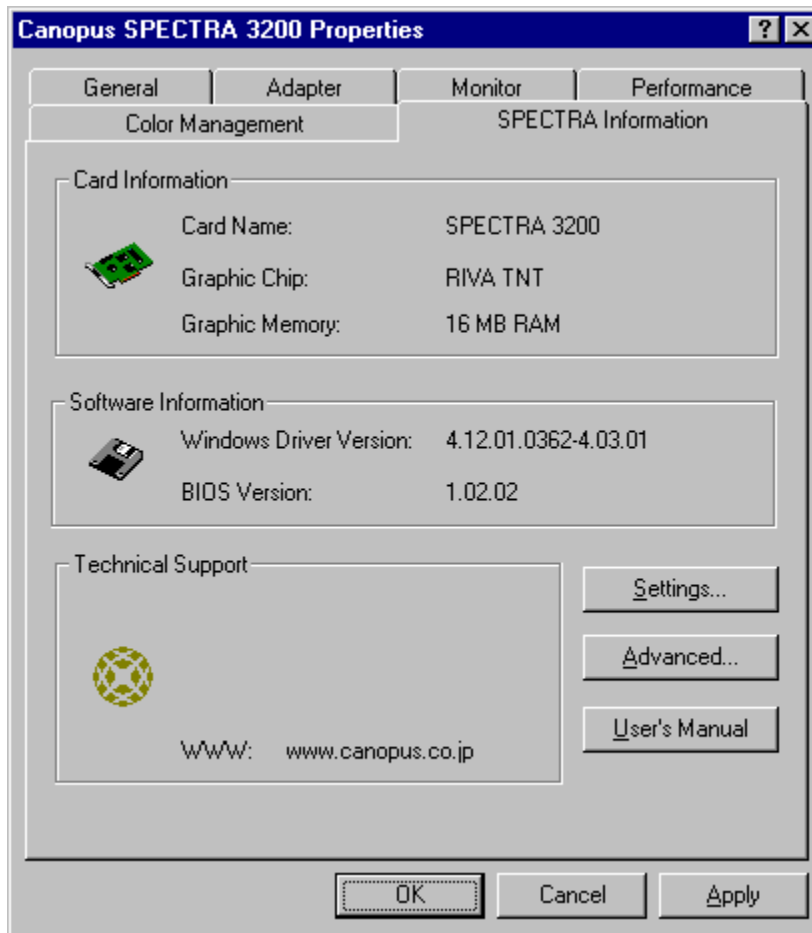
[Setting OpenGL II Options](#)

[Setting Boot Options](#)

## SPECTRA Information

To show the SPECTRA Information:

1.  Bring up the Control Panel's Display Properties window.
2. Click on the **Settings** tab and then click on the **Advanced ...** button.
3. Click on the **SPECTRA Information** tab.



### Card Information

Show the display card information.

### Software Information


Show the driver and BIOS version.

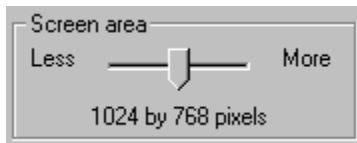
### Technical Support

Show the technical support information.

## Set your desktop resolution

### To set the resolution of your desktop:

1.  Bring up the Control Panel's Display Properties window.
2. Click on the **Settings** tab.
3. Under "Screen area," drag the slider to the desired resolution:




4. Click **OK** or **Apply**.

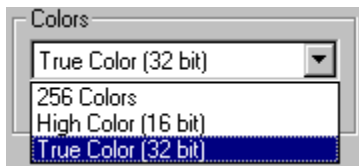
-or-

1. Click on the **Screen Control II** icon  in the taskbar.
2. Click on the resolution (and color depth) you want.

## Set your desktop color depth

To set the color depth of your desktop:

1.  Bring up the Control Panel's Display Properties window.
2. Click on the **Settings** tab.
3. Under "Colors" select the desired color depth:




4. Click **OK** or **Apply**.

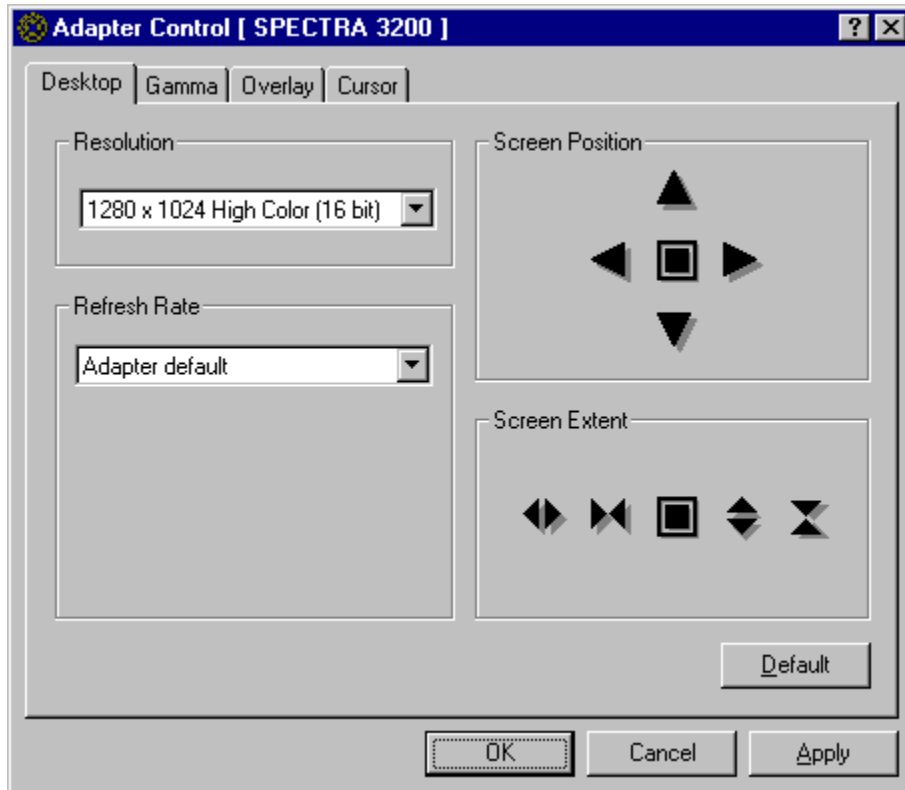
-or-

1. Click on the **Screen Control II** icon  in the taskbar.
2. Click on the color depth (and resolution) you want.

## Set the refresh rate of your monitor


To set the refresh rate of your monitor:

1.  Bring up the Control Panel's Display Properties window.
2. Click on the **Settings** tab and then click on the **Advanced ...** button.
3. Click on the **SPECTRA Information** tab.
4. Click on the **Setting...** button and then click on the **Desktop** tab.
5. Under "Refresh Rate" drag the list box to the desired refresh rate:




6. Click **OK** or **Apply**.


-or-

1. Click on the **Screen Control II** icon  in the taskbar.
2. Click on the refresh rate you want.

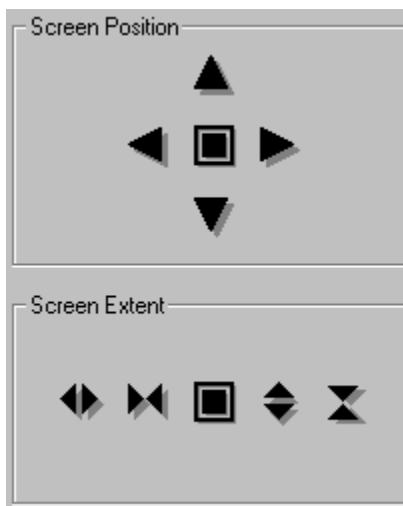
## Set the screen position of your monitor

To set the screen position of your monitor:

1.  Bring up the Control Panel's Display Properties window.
2. Click on the **Settings** tab and then click on the **Advanced ...** button.
3. Click on the **SPECTRA Information** tab.
4. Click on the **Setting...** button and then click on the **Desktop** tab.
5. Click the left, right, up or down arrow buttons in the Screen Position/Refresh box to shift your screen. Each click of a button shifts the screen in the indicated direction. You can click on the center


button  to reset the screen to its original position.

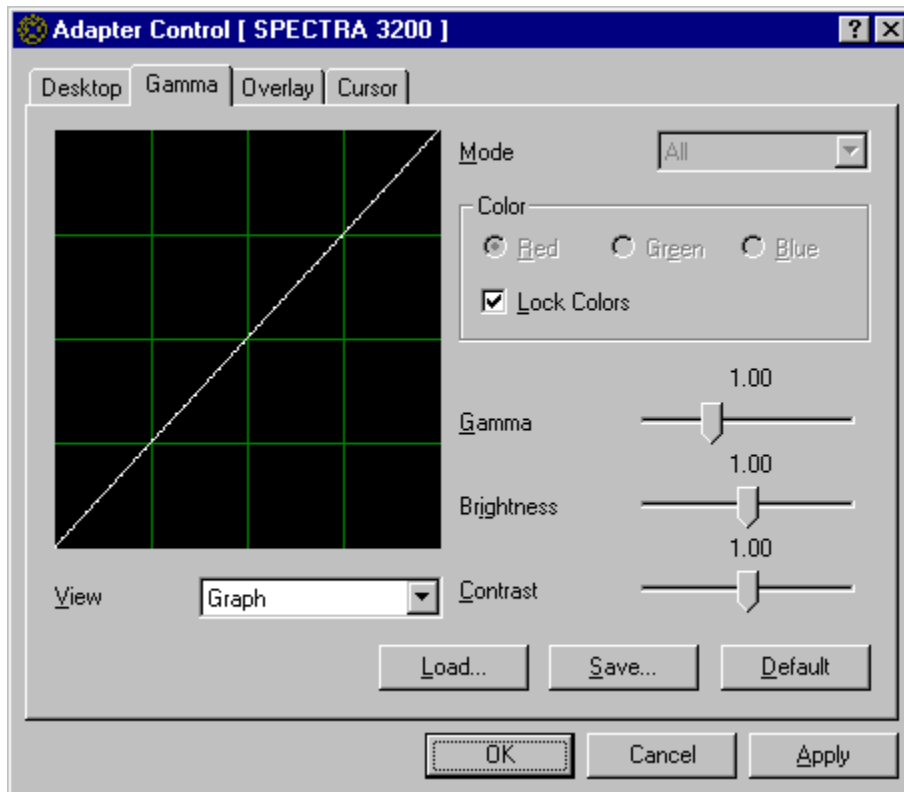
6. Click **OK** or **Apply**.



## Set the gamma of your display

To set the gamma of your display:

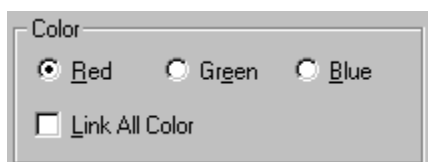
1.  Bring up the Control Panel's Display Properties window.
2. Click on the **Settings** tab and then click on the **Advanced ...** button.
3. Click on the **SPECTRA Information** tab.
4. Click on the **Setting** button and then click on the **Gamma** tab.
5. Move the top slider, marked **Gamma, Brightness and Contrast**, to the left or right to achieve the desired level.
6. Click **OK** or **Apply**.



7. To save this new setting for later use, select **Save** and type a file name for the new setting.
8. To use a previously saved setting, select **Load** and the file name for that setting.
9. To reset to the standard setting, select **Default**.
10. Click **OK** or **Apply**.

You can also set the gamma of the red, green, or blue hues in your display separately:

1. Remove the check from Link All Color in the Color section. Then you can select the color Red, Green and Blue individually. Select the color that you want to adjust.





2. Move the top slider, marked **Gamma, Brightness and Contrast**, to the left or right to achieve the desired level.
3. Click **OK** or **Apply**.


**To change the image for adjust window:**

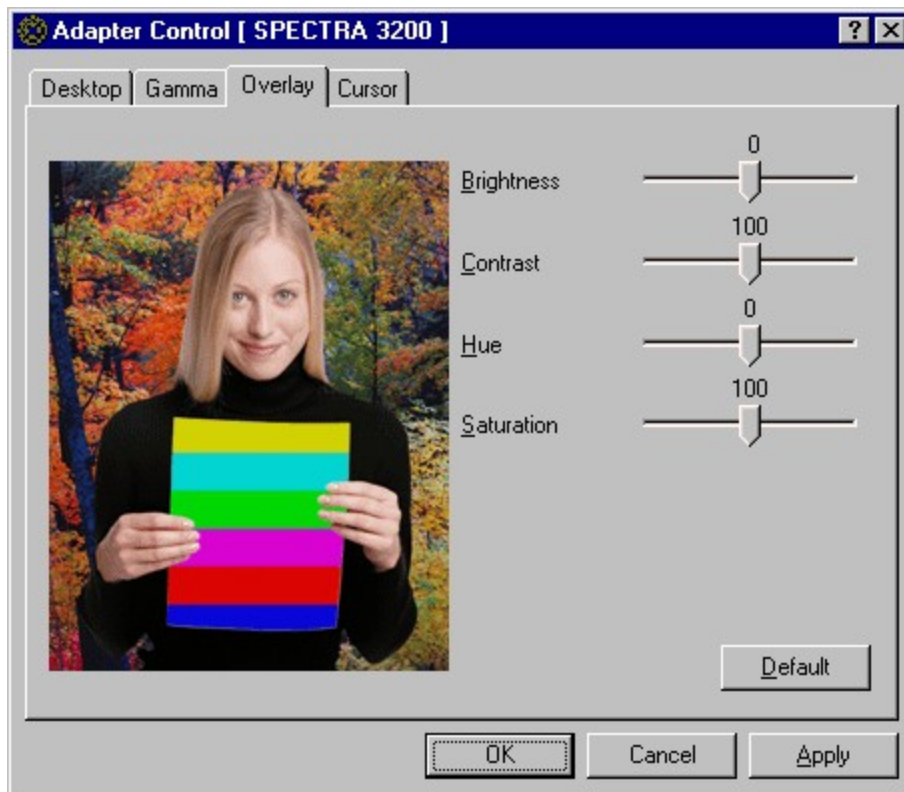
1. Select the View from the List box.
2. You can select Graph, Color Bar and Custom.
3. You can use your original image for Gamma control. Select Custom, right click on the Adjust window, and select File from the menu. Then the File Select window will open. If the image is larger than 224 x 192, you can drag the image by using your mouse.

## Set your overlay color

MMX 275MHz or higher CPU required. If your CPU is lower than MMX 275MHz, this options does not appear.

**To set the overlay color of your display:**


1.  Bring up the Control Panel's Display Properties window.
2. Click on the **Settings** tab and then click on the **Advanced ...** button.
3. Click on the **SPECTRA Information** tab.
4. Click on the **Setting** button and then click on the **Overlay** tab.
5. Move the top slider, marked **Brightness, Contrast , Hue and Saturation**, to the left or right to achieve the desired level.
6. Click **OK** or **Apply**.



The Test image will not display when the other application is using the overlay. Color control will apply real-time to the overlay window. If resolution or refresh rate is set to a noncapable overlay mode, the test image will not display.

## Set your cursor color

To set the color of your display:

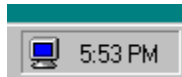
1.  Bring up the Control Panel's Display Properties window.
2. Click on the **Settings** tab and then click on the **Advanced ...** button.
3. Click on the **SPECTRA Information** tab.
4. Click on the **Setting** button and then click on the **Cursor** tab.
5. Move the sliders on the left hand side of the Cursor Color box to adjust the cursor body color.
6. Move the sliders on the right hand side of the Cursor Color box to adjust the cursor outline color.



7. Click **OK** or **Apply**.

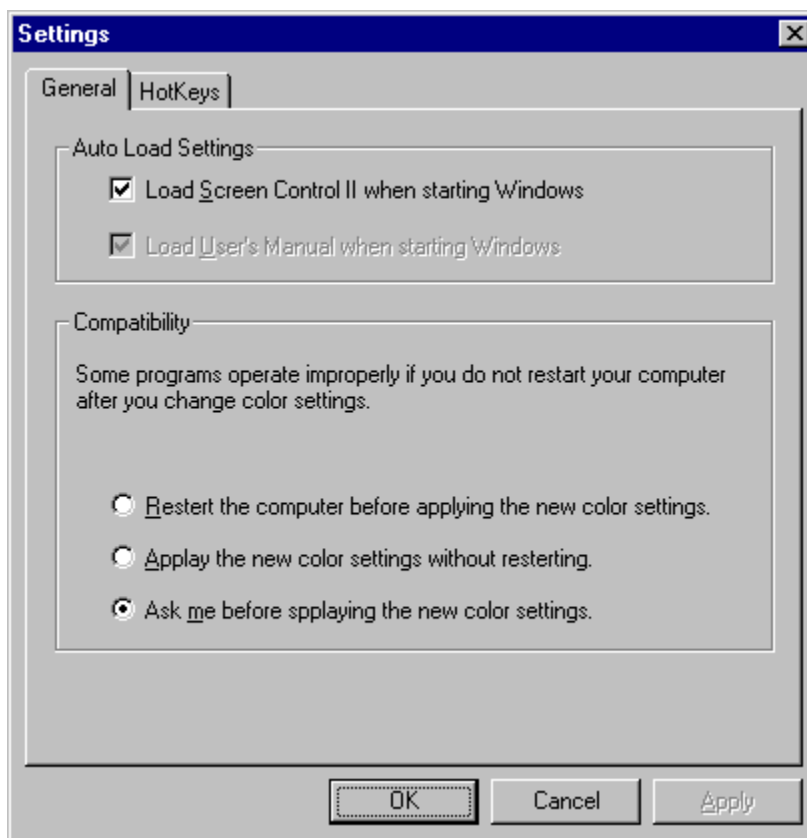
## Loading / Unloading Screen Control II

The Screen Control II installs automatically in the tray bar of the start menu.

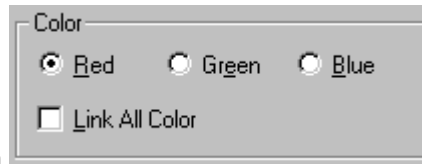


To unload the Screen Control II utility click on the Screen Control II icon in the tray bar to activate its menu and select Exit.

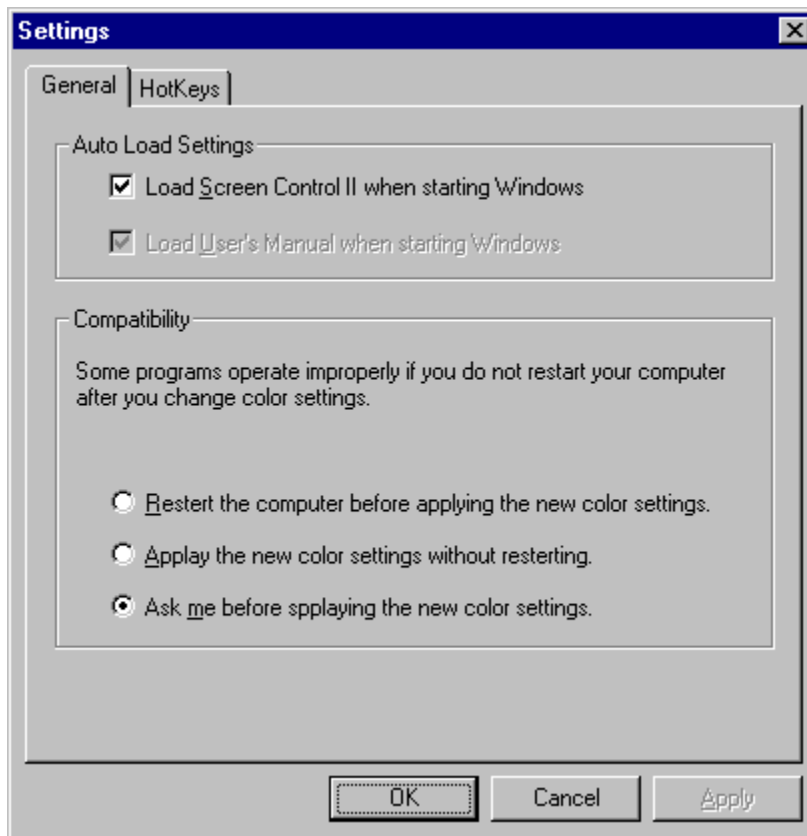
To have Screen Control II not automatically load each time Windows runs bring up the Screen Control II dialog window and uncheck the option "Load Screen control II when starting Windows".



## Setting the Options



1. Click on the **Screen Control II** icon in the taskbar.
2. Click on the **Settings** menu.
3. Select the desired options in the Auto Load Setting and Compatibility section
4. Click **OK** or **Apply**.



### Auto Load Settings:

#### Load Screen Control II when starting Windows.

To have Screen Control II automatically load each time Windows runs bring up the Screen Control II and check the option "Load Screen control II when starting Windows". Uncheck the option to not automatically load.

#### Load User's Manual when starting Windows.

To have Screen Control II automatically load each time Windows runs bring up the User's Manual and check the option "Load User's Manual when starting Windows". Uncheck the option to not automatically load.

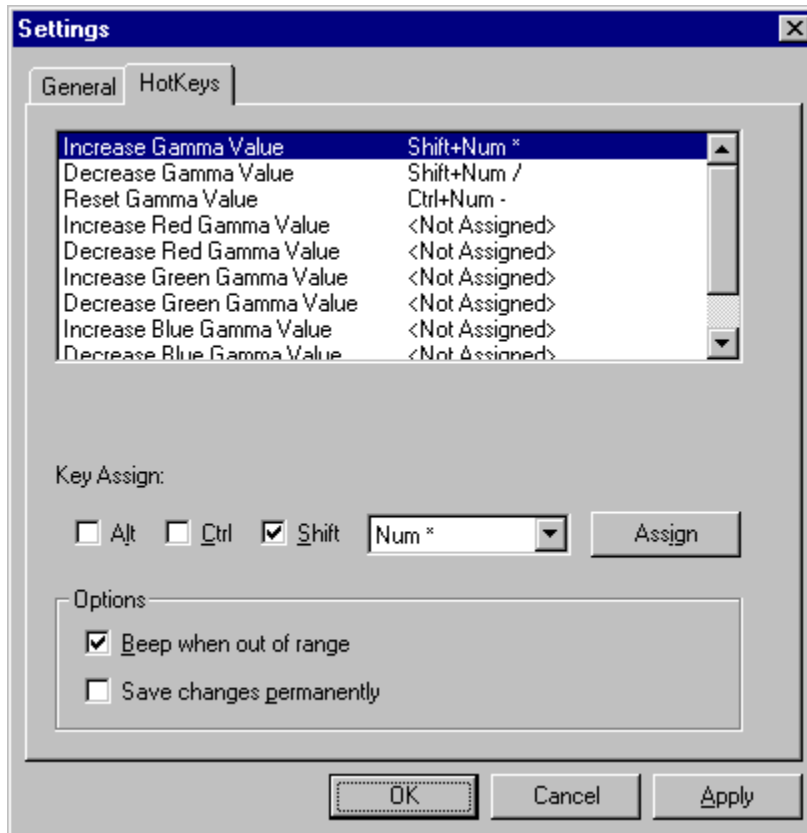
### Compatibility:

Set the color change mode in Screen Control II.



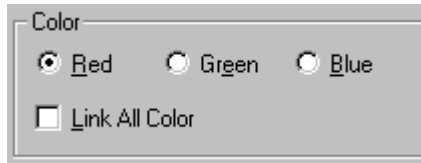
## Assigning Hotkeys

Hotkeys are assigned in the Screen Control II. By default only the Increase and Decrease Gamma Values are available in the Hotkey list. Click on the Advanced List check box to see all of the functions available.



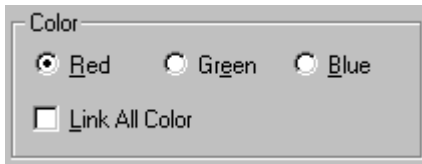
## Setting Your Desktop Resolution and Color Depth

To set the resolution and color depth of your desktop:



1. Click on the Screen Control II icon in the taskbar.
2. Click on the resolution and refresh rate you want.

-or-

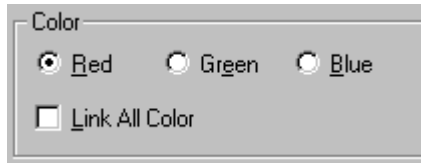


1. Bring up the Control Panel's Display Properties window.
2. Click on the **Settings** tab and then click on the **Advanced ...** button.
3. Click on the **SPECTRA Information** tab.
4. Click on the **Setting** button and then click on the **Desktop** tab.
5. In the Resolution section select the desktop size from the list box.
6. In the Refresh rate section select the rate from the list box.
7. Click **OK** or **Apply**.



## Setting the Refresh Rate for Your Monitor

To set the vertical refresh rate of your monitor:



1. Click on the Screen Control II icon in the taskbar.
2. Click on the refresh rate you want. When you select the Custom, [Custom Refresh Rate](#) dialog will appear.
3. The Refresh rate will change automatically. If the monitor can display correctly, click the **Yes** button to apply the setting.

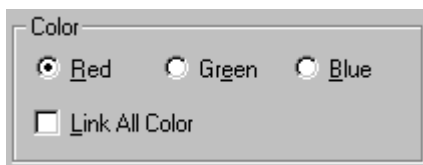
## Setting the Custom Refresh Rate for Your Monitor

### Important Information:

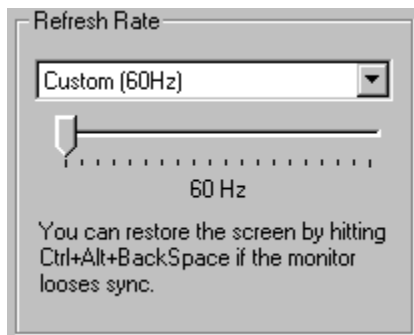
You can set custom refresh rates and adjust the screen width by using the Custom Timings control. Please note there is a possibility to damage your Monitor if you use this control and set the timings to beyond the monitors capability. Only experienced users should use this control and do so at their own risk.

**Note:** The Custom timing is available when you specify Custom setting in Screen Control II and SPECTRA Information tab.

### To set the vertical custom refresh rate of your monitor:



1. Bring up the Control Panel's Display Properties window.
2. Click on the **Settings** tab and then click on the **Advanced ...** button.
3. Click on the **SPECTRA Information** tab.
4. Click on the **Setting** button and then click on the **Desktop** tab.
5. In the Refresh rate section select the custom rate from the list box.
6. Move the top slider, **Refresh Rate**, to the left or right to achieve the desired level.
7. Click **OK** or **Apply**.



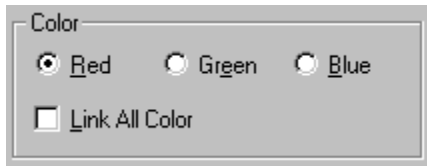
### Refresh Rate:

You can select a custom refresh rate by moving the slider control. There is the possibility of selecting a refresh rate to high for your monitor and you may damage it.

### Note:

If the screen loses sync and goes blank you can restore the previous setting by hitting **Alt-D**.

## How the Adapter Control works



### Desktop

The Desktop tab allows you to set the resolution, color, refresh rate and [Screen Position](#).

### Gamma

The Gamma tab allows you to adjust the [Gamma](#) setting.

### Overlay

The Overlay tab is allows you to adjust the [Overlay](#) color setting.

### Cursor

The Cursor tab allows you to set the [Cursor Color](#).

## How the Refresh Control II works

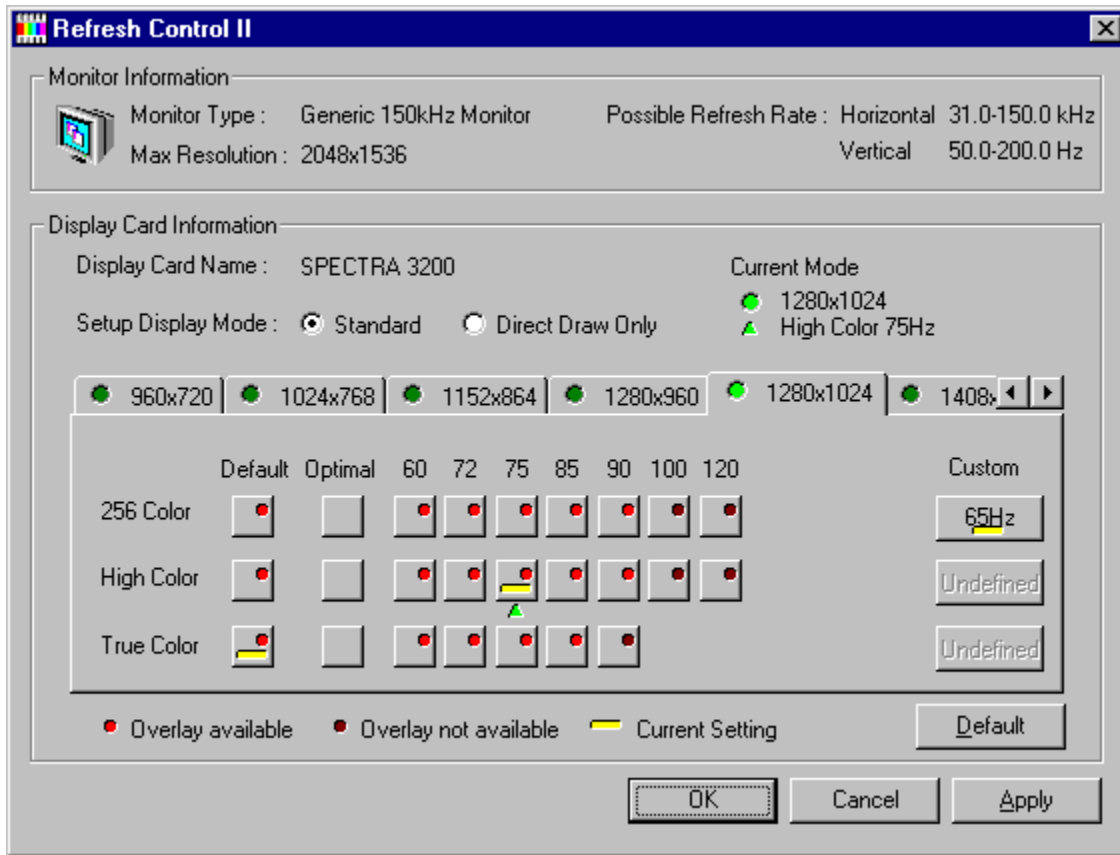
Refresh Control II is a Windows utility to set the refresh rate for all resolutions in each color mode at one time.

### Loading Refresh Control II:

Select the Refresh Control II from the Screen Control II.

### Caution!!!

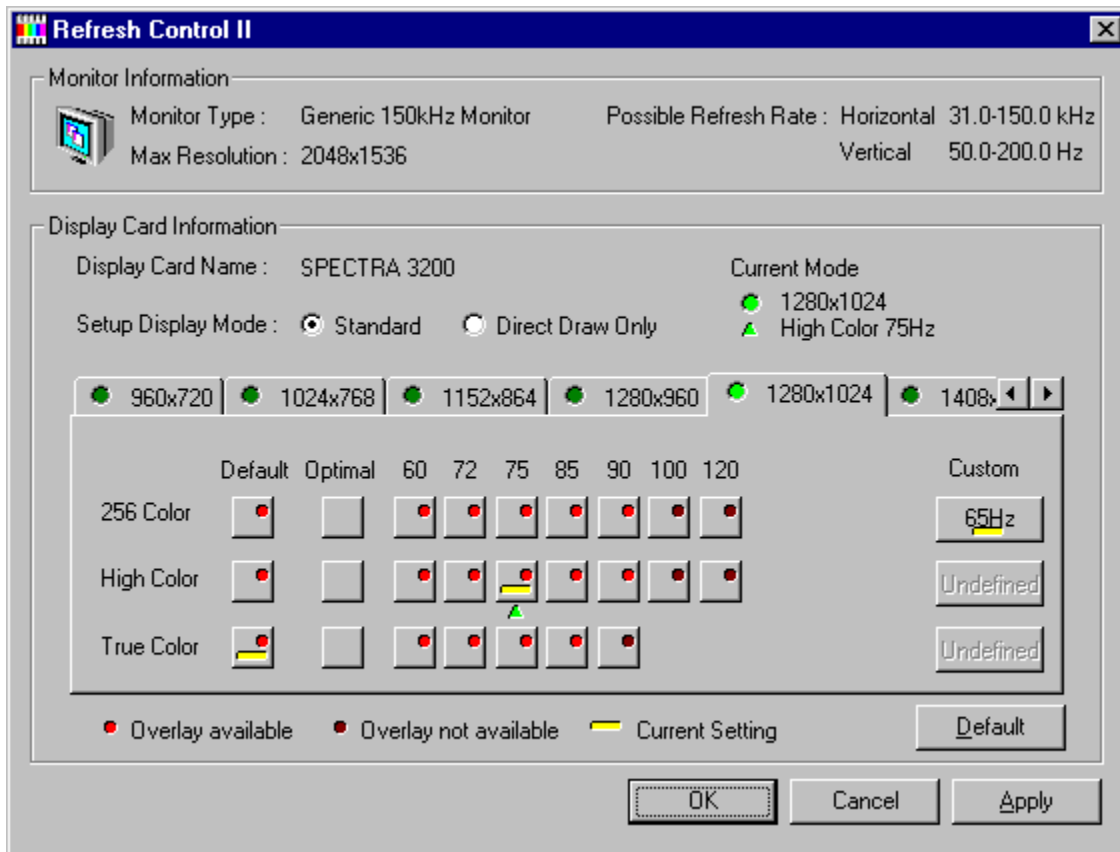
Do not set the refresh rate above your monitor's specifications. This may damage your monitor.



## Set your refresh rate

### To set the vertical refresh rate of your monitor:

1. Open the Refresh Control II window from Screen Control II.
2. Select the Standard or Direct Draw Only depending on which mode you want to change.
3. Select the resolution.
4. Select the refresh rate.
5. The Testing dialog box will appear. Click **OK** button to proceed.
6. The Test image will show on your monitor. Push any key or click mouse left button to return. It will automatically return after 10 seconds.
7. Click **Yes** button to enable the new setting.
8. Click **OK** or **Apply**.



### Button



Overlay available. Red light turn on.



Overlay unavailable. Red light turn off.



Current setting.



Over the maximum refresh rate of your monitor.



Frequency Undefined. Defined button will display the refresh rate.


Default and Optimal buttons:

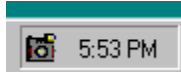
When selecting the Default or Optimal button, all settings of resolution/color will be set to the Default

or Optimal state except the mode where you set the refresh rate directly.

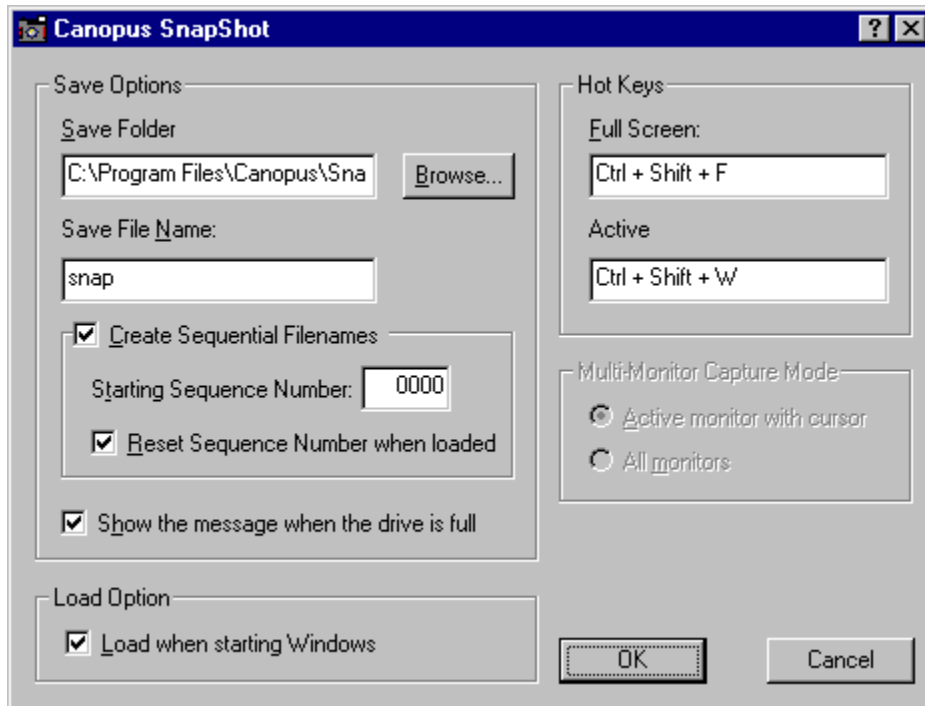
## How the SnapShot works

Snap Shot is a Windows utility which captures screen or window images and automatically saves them to a file. It works in a multi-monitor environment and supports DirectDraw and Direct3D as well as secondary 3D graphics card screen captures.

Images are captured by hitting a hot key combination. These hot keys are defined in the Snap Shot Settings window. The Settings window can be accessed from the Snap Shot icon  in the Windows Task Bar tray.



The saved image captures are stored in a file with an automatic numbering sequence. The file naming and the location of where the images are saved can be changed in the Settings window.



## Understanding the Media Scope Controls



**Power:** Exit Media Scope.

**Drive:** Select the CD-ROM drive to use for Video CD playback.

**Media:** Select what media to play. You can select from **File**, **Video CD**, **Audio CD**, or **Live Video**.

**Eject:** When playing a CD, ejects the CD on drives that support it. When playing a file, closes the display window and brings up an Open File dialog box.

**Icon:** Minimize Media Scope to an icon.



**Play:** Open the playback window and begin playback. You can control playback by using the slide bar and controls at the bottom of the display window, or by using the controls on the remote.

**Pause:** Pause playback; click again to resume.

**Stop:** Stop playback.



**Prev:** When playing back a video or audio CD, go to the previous track. When playing back a file, go to beginning of the file and pause.

**Next:** When playing back a video or an audio CD, go to the next track. When playing back a file, go to end of the file and pause.

**Return:** For controlling playback of Video CD 2.0 titles.

**Rec:** Capture live video to disk.





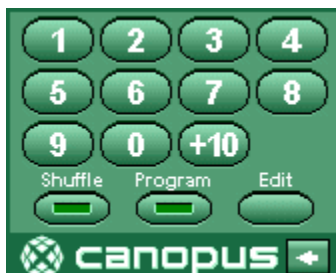
- Rew:** Rewind while the button is held down.
- FF:** Fast forward while the button is held down.
- Back:** Go back one frame while playback is paused. (Works when playing back AVI files.)
- FW:** Advance one frame while playback is paused. (Works when playing back AVI files.)



- Size:** Select display size (**1x**, **2x**, **3x**, **Maximize**, **Full Screen**). Unavailable sizes are displayed in gray.  
**Note** **F** When playing in **Full Screen**, double-click on the video to return to the display window.
- Save:** Capture the currently displayed frame and save it as an image file. Use the **OPTION** button to select how the image will be saved.
- Option:** Set preferences for Media Scope.




- Volume:** Adjust playback volume: + increases volume, - decreases volume.
- Speed:** Adjust playback speed: + increases speed, - decreases speed. (Works only with AVI files.)
- Repeat:** Play back file or track in a loop.
- Mute:** Stop sound output. Click again to resume.



- Keypad:** Specify track number (or file order) for playback.
- Shuffle:** Play back tracks (or files) in random order.
- Program:** Play back tracks (or files) in the order specified with the **Edit** button.

**Edit:** Select tracks (or files) to play back as a Program Change the size of the Media Scope control.

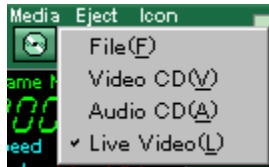
 : Change the size of the Media Scope control.

## Capturing Video with Media Scope

To capture video with Media Scope:


**Note: The Video Port 600 is required for this feature.**

1. Connect your composite or S-Video source to "V IN" on the back of your SPECTRA Series card.
2. Click the **MEDIA** button at the top of the remote, and select **Live Video**





3. This will modify the remote, bringing up the capture buttons:



4. Click **SOURCE** to select between composite and S-Video input.
5. Click **VIDEO** to set capture settings (frame size, capture mode).
6. Click **AUDIO** to set audio capture setting (Media Scope uses the audio-in from your sound card to capture audio).
7. Click the Record button  near the top of the remote. A dialog box will appear to set the capture parameters, including frame rate, capture time, file name, etc.
8. Click **OK** to begin capture.



## Playing MPEG and AVI Files

### To play MPEG or AVI files

1. Click on the **Media**  selector at the top of the remote and set it to **File**.
2. Click on the **Play** button  to bring up an Open File dialog box.
3. Locate the file, and click **Open** to bring up a display window and begin playing.

## Playing Video and Audio CD

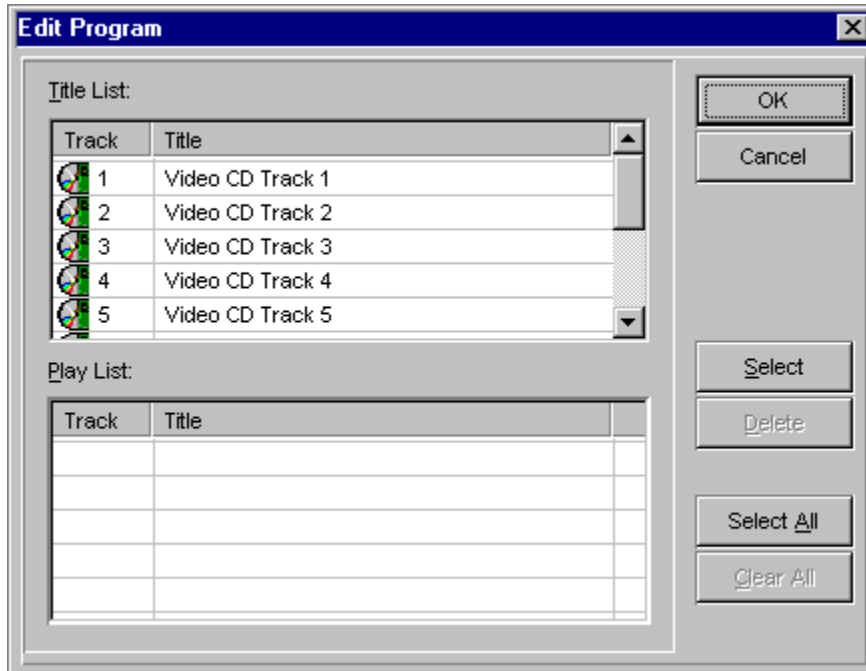
### To play Video or Audio CD

1. Insert the CD into the CD-ROM drive. If you have multiple CD-ROM drives, use the **Drive** button to select a CD-ROM drive.
2. Click on the **Media**  selector at the top of the remote and set it to **V**ideo CD or **A**udio CD.
3. Click on **Play**  to load the CD, and begin playback from the first track.
4. You can now use the keypad to select a track to play, or use the **EDIT** command to create a pre-programmed play list.

## Creating a Program List

### To create a Video and Audio CD program list

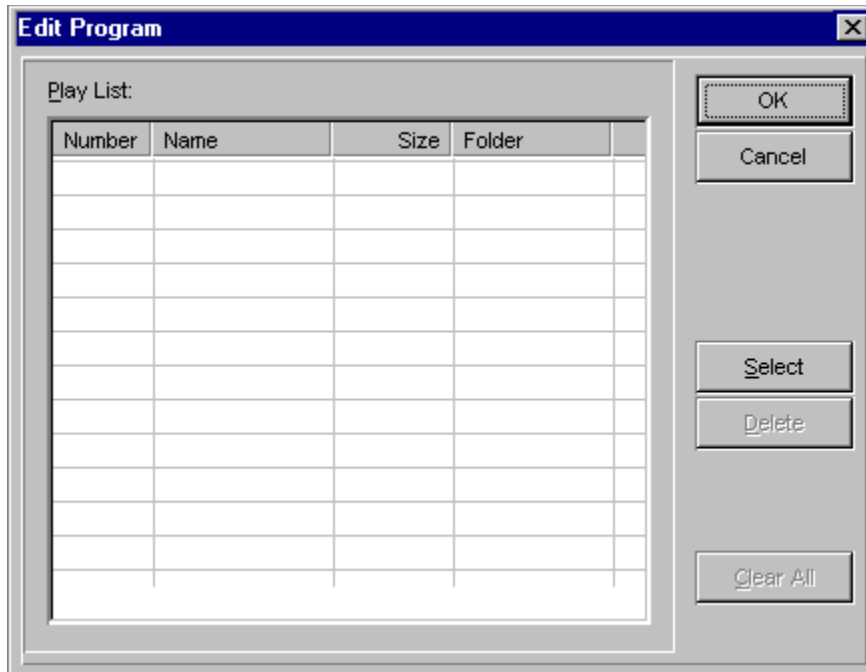
1. Begin playing a Video or Audio CD. Or, select a directory containing Video or Audio CD files by playing one of those files.



2. From the **Title List**, click on each track (or file) you want to play, and then click on the **Select** button. The selected tracks will be saved in the **Play List**.
3. When finished selecting titles, click **OK**.

### To create a MPEG and AVI File program list

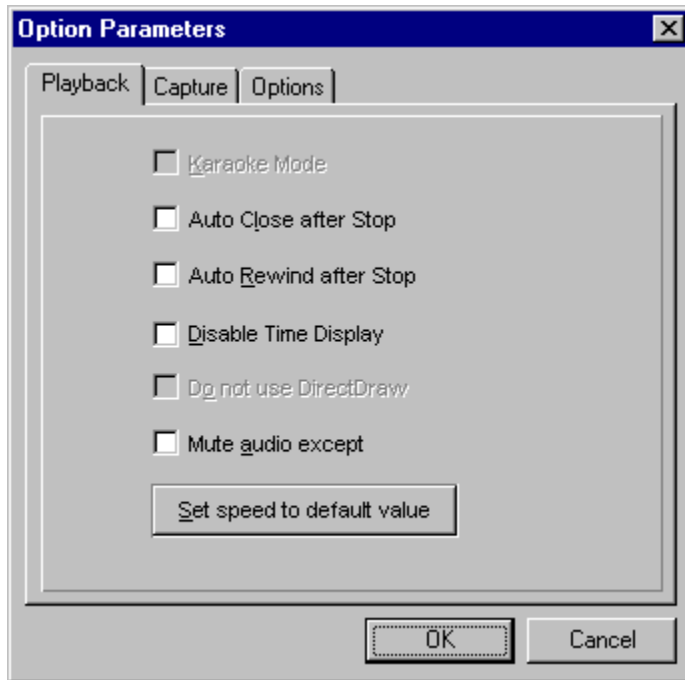
1. Begin playing a MPEG or AVI Files. Or, select a directory containing MPEG or AVI files by playing one of those files.



2. From the **Title List**, click on each track (or file) you want to play, and then click on the **Select** button. The selected tracks will be saved in the **Play List**.
3. When finished selecting titles, click **OK**.

## Setting Options for Media Scope

You can set the following preferences with the **Options** button:



### **Karaoke Mode**

Change audio to Karaoke during Karaoke Video CD playback.

### **Auto Close after Stop**

When playback ends, close the display window.

### **Auto Rewind after Stop**

After playing back a file, automatically rewind to the beginning.

### **Disable Time Display**

Do not display the time elapsed during playback.

### **Do not use DirectDraw**

Do not use DirectDraw for draw images.

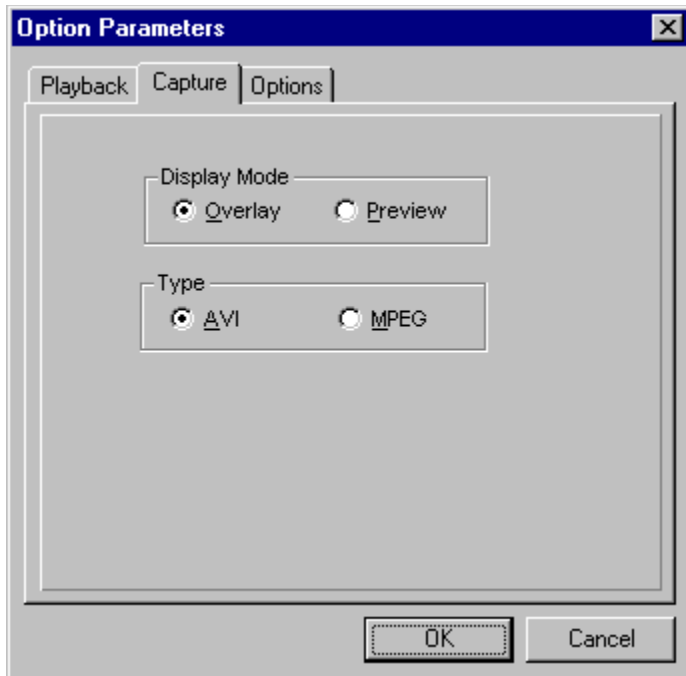
### **Mute audio except Live Video**

Media Scope will mute Line In except Live Video.

### **Set speed to default value**

Set the playback speed to default.





### Display Mode

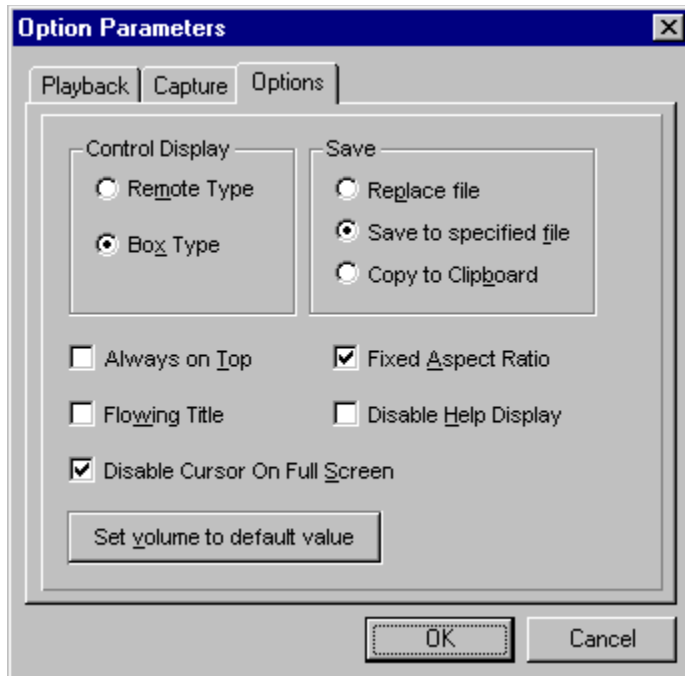
Change the display mode to Overlay or Preview in Live Video.

### Type

Change the video capture mode to AVI or MPEG in Live Video.

**Note:** MPEG mode only can choice the following settings.

Video Format	
Color Format	YUYV
Video Size	320 x 240, 352 x 240, 160 x 120
Audio Format	
Frequency	YUYV
Sampling Rate	320 x 240, 352 x 240, 160 x 120
Channel	Stereo



### **Control display**

Change the Media Scope controller type to Remote or Box.

### **Save**

Select how to save images captured from AVI files.

#### **Replace file**

Once a file name has been specified, save the captured image without bringing up the Save File dialog box.

#### **Save to specified file**

Always bring up a Save File dialog box to select the file name and file format for the captured image.

#### **Copy to Clipboard**

Copy the captured image to the clipboard.

### **Always on the top**

Show the Media Scope always on the top.

### **Flowing title**

Display the title to Media Scope display while playing it. (E.g. Karaoke CD supporting title display.)

### **Fixed Aspect Ratio**

Keep the horizontal and vertical size of playback to the same proportions as the source size.

**Note:** Depending on the size of the source image, some of the image may be cut off on the sides during full-screen playback. To display the entire image, leave this box unchecked.

### **Disable Help Display**

Disable bubble help messages normally displayed as the cursor passes over each control button.

**Disable Cursor on Full Screen**

During full screen display mode, do not display the cursor.

**Set volume to default value**

Set the volume setting to default.

## Capturing Pictures with V-Shot

**V-Shot lets you capture first, process later:**

**Note:** The Video Port 600 is required for this feature.

1. Connect a video source, like a camcorder or VCR, to the **composite** video-in connector (it's a yellow RCA jack) on the back of your SPECTRA.
2. V-Shot will then display this live video in the large preview window on the left.
3. Click the big red button to capture an image.



4. A thumbnail preview will appear in the small window on the right.



5. Continue capturing pictures, until you are ready to [PROCESS](#).

## Processing Pictures

Once you have captured your pictures, it's time to process them:

1. Scroll through the thumbnail previews using the up/down arrow keys.



2. Once you have chosen a picture, pick a processing mode: fast moving scene, slow moving scene, still scene, or 1500x1125 resolution still scene:



3. You can also select a processed size (320x240, 640x480, or 750x562) using the Options menu. 640x480 is the default.
4. Click **Process** to process the captured data into a high quality still image. This will launch the [V-Shot Processor](#).
5. You can reprocess an image with different processing mode and size settings.

## V-Shot Processor

Clicking Process launches the V-Shot Processor which turns the raw image data into a high quality still picture. You can then adjust the image attributes, save and print the picture.

### File Menu

**Save/Save As...:** 

Saves your picture in JPEG, TIFF, or BMP file format.

**Set As Wallpaper:** 

Saves your picture and sets it as your Windows desktop wallpaper, either centered on the screen or tiled across it. You can remove this setting by going to the Display Properties control panel, clicking on the Background tab, and selecting a different Wallpaper.

**Print:** 

Outputs the picture to a printer.

**Print Preview:**

Shows a preview screen of how the picture will be layed out on the page when printed. Click on Zoom In/Zoom Out for a more detailed view.

**Printer Setup:**

Selects a printer, the size of paper to be printed on, and the paper's orientation.

**Exit:**

Exits the V-Shot Processor.

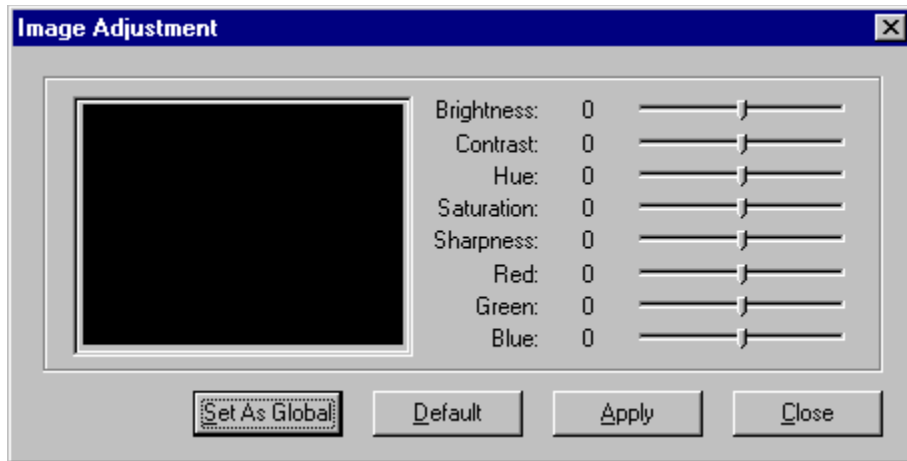
### Edit Menu

**Copy:** 

Copies the processed image to the Windows clipboard.

**Image Adjustment...:** 

Allows you to modify the image attributes of your picture, including contrast, brightness, and saturation.



By clicking on **Set As Global**, your adjustment setting will be saved for future use. If you select **Auto Adjust Image** in the V-Shot Options menu, this adjustment setting will automatically be applied every time you process an image.

### **View Menu**

#### **Fit Window to Image:**

If your desktop resolution is large enough, fits the window to display the entire image. Otherwise, maximizes the window.

#### **Tool bar/Status bar:**

Toggle display of the Tool bar and Status Bar.

## Managing Your "Film"

V-Shot allows you to load and save unprocessed pictures as "film" files (\*.flm file extension). Click on the **film** slider to Load and Save film:



Since these files can become very large, you should delete any unwanted pictures before saving your film. Use the delete button to do this:





## V-Shot Options

### Process Size

Sets the size of the image to process: 320x240, 640x480, or 750x562. To process an image at 1500x1125, select the 1500x1125 large still scene mode on the front of the camera.

### Self Timer

Useful for taking a picture of yourself with a video camera. Select 5, 10 or 30 seconds. When you click the capture button, V-Shot will wait that amount of time before capturing an image.

### Enable Sound

Toggles sound effects.

### Always On Top

Always keeps the V-Shot camera as the top window on your desktop.

### Process Immediately

Processes a picture automatically after capture.

### Disable Bubble Help

Turns off the bubble help messages that are displayed as you move your cursor over an icon.

### Auto Adjust Image

Automatically applies the global image adjustment setting when you process a picture. You can set this in the [V-Shot Processor](#).

### Prompt for Delete

Prompts you before deleting an image from your "film".

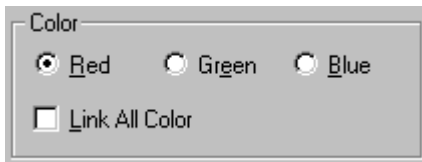
### Display Picture Number

Displays a picture number in the thumbnail preview window.

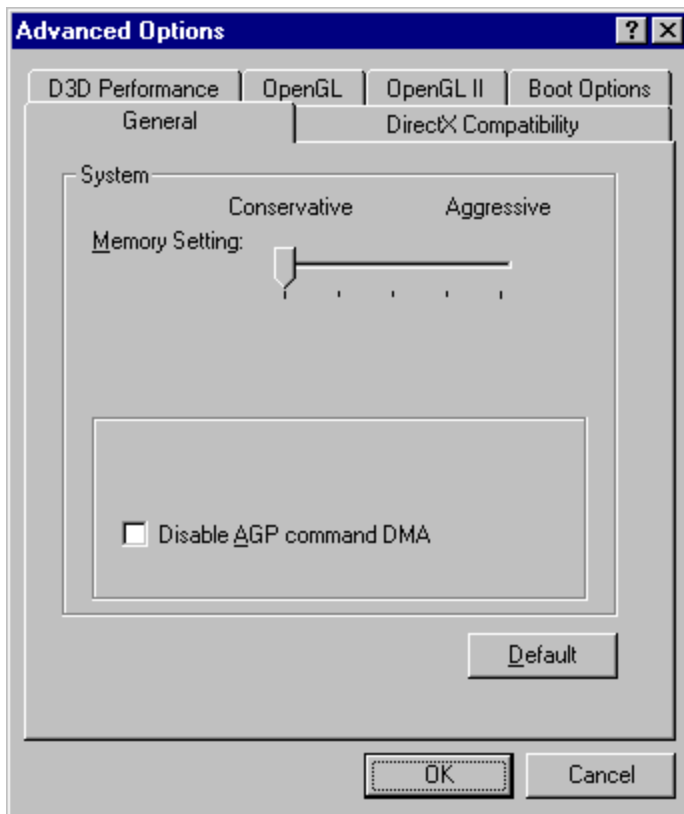
## Setting the General Options

Moving the slider beyond "Conservative" mode will violate the card's specifications. The card may not function properly resulting in rendering errors, locking up, or possible damage to your system. Warranty will void once you choose "Yes" button at the end of this message, and Canopus will not make any compensation caused by it in any case.

To set the General setting:



1. Bring up the Control Panel's Display Properties window.
2. Click on the **Settings** tab and then click on the **Advanced ...** button.
3. Click on the **SPECTRA Information** tab.
4. Click on the **Advanced...** button and then click on the **General** tab.
5. In the System section use the Memory Setting slider control and AGP check box.
6. Click **OK** or **Apply**.



### System

#### Memory Setting

Memory Setting slider control to change the setting in the range from "Conservative" to "Aggressive".

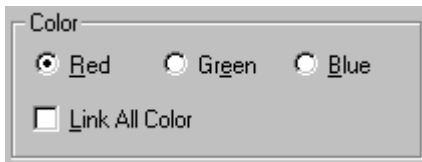
#### Disable AGP command DMA

Use PCI for command DMA. Try this option if Direct3D or OpenGL application is not stable.

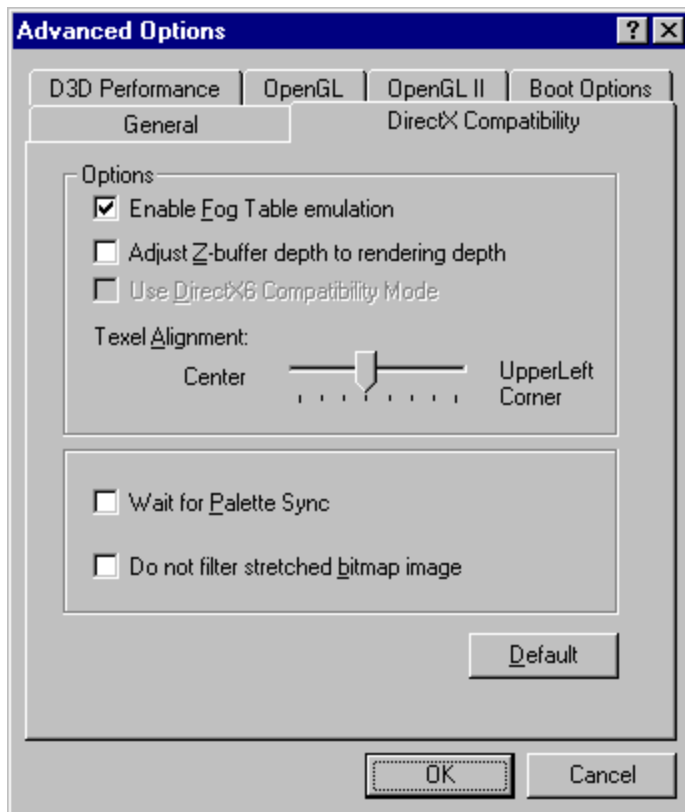


## Setting the DirectX Compatibility Options

To set the DirectX Compatibility setting:



1. Bring up the Control Panel's Display Properties window.
2. Click on the **Settings** tab and then click on the **Advanced ...** button.
3. Click on the **SPECTRA Information** tab.
4. Click on the **Advanced...** button and then click on the **DirectX Compatibility** tab.
5. In the Options section use the setting check box.
6. Click **OK** or **Apply**.



### Options

#### Enable Fog Table emulation

This option is provided for games which always expect table fog support.

#### Adjust Z-Buffer depth to rendering depth

Forces the hardware to automatically adjust the depth of its Z-buffer to the depth that the application requests.

#### Use DirectX6 Compatibility Mode

Restricts hardware engine only Directx6.

#### Texel Alignment

This option changes the hardware texture addressing scheme for texels (texture elements).

**Wait for Palette Sync**

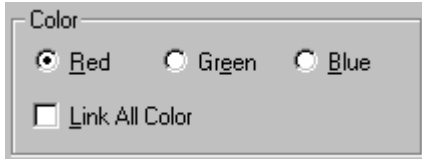
Waiting for screen updates while application change the palette. If application is using palette and there are some troubles on the screen image, try this option.

**Do not filter stretched bitmap images**

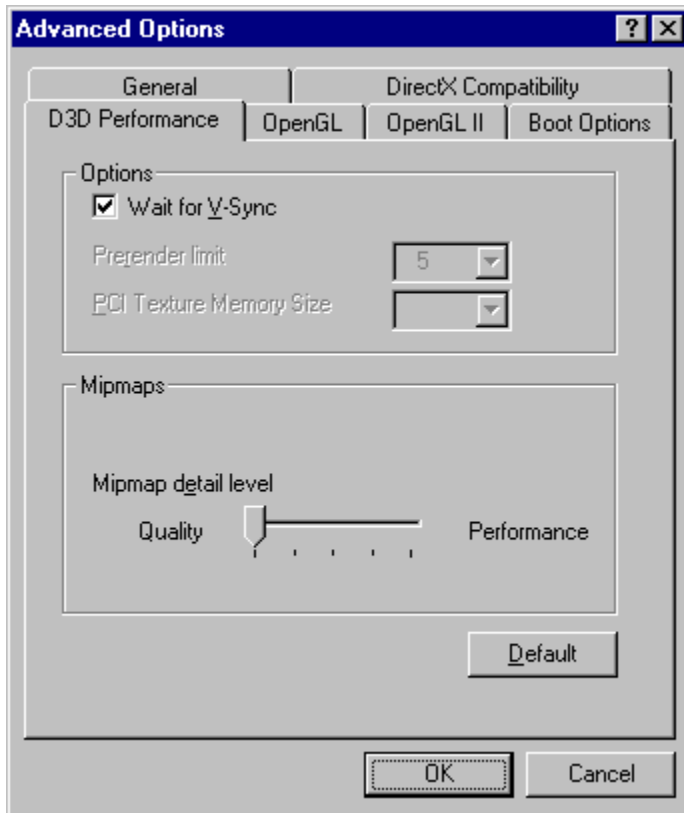
This option prevents pixel interpolation of stretched bitmap images.

## Setting the Direct3D Performance Options

To set the Direct3D Performance setting:



1. Bring up the Control Panel's Display Properties window.
2. Click on the **Settings** tab and then click on the **Advanced ...** button.
3. Click on the **SPECTRA Information** tab.
4. Click on the **Advanced...** button and then click on the **D3D Performance** tab.
5. In the Options section use the setting check box and list box.
6. Click **OK**.



### Options

#### Wait for V-Sync

Waiting for V-Sync causes screen updates to synchronize to the vertical refresh. Disabling this option allows frame rates higher than the vertical refresh rate but visible rendering errors may occur. Buffer flipping must be enabled to use this option.

#### Prerender limit

This option allows you to limit the number of frames the CPU can prepare before they are processed by the graphics chip when vertical sync is disabled.

#### PCI Texture Memory Size

This option sets the amount of system memory used for storing textures. It is not available on AGP based cards.

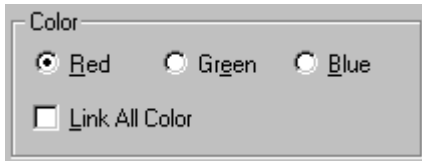
## **Mipmaps**

### **Mipmap detail level**

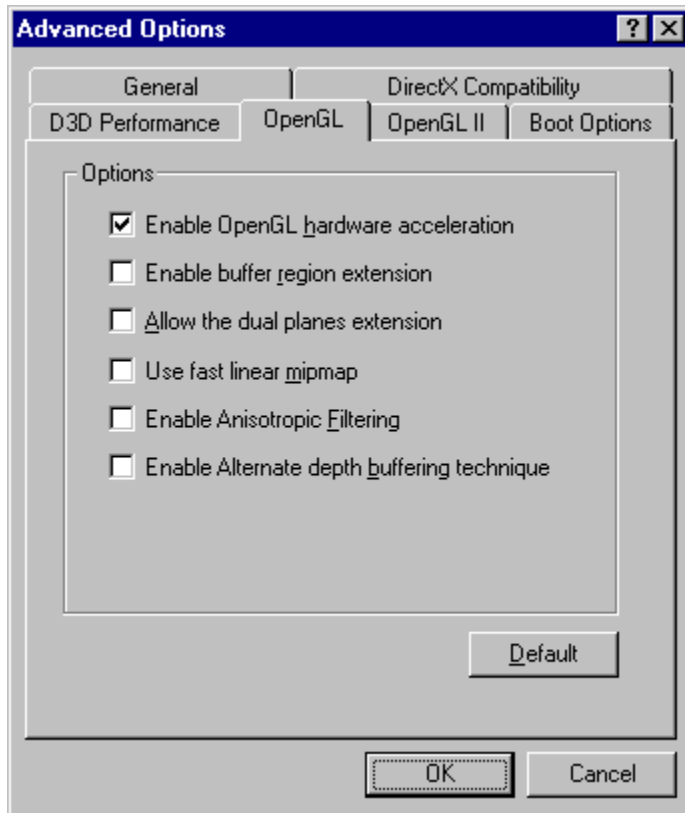
Mipmaps can be generated with the best quality or best performance or 3 intermediate settings.

## Setting the OpenGL Options

To set the OpenGL setting:



1. Bring up the Control Panel's Display Properties window.
2. Click on the **Settings** tab and then click on the **Advanced ...** button.
3. Click on the **SPECTRA Information** tab.
4. Click on the **Advanced...** button and then click on the **OpenGL** tab.
5. In the Options section use the setting check box.
6. Click **OK**.



### Options

#### Enable OpenGL hardware acceleration

OpenGL hardware acceleration will use the SPECTRA 3200 to improve the performance of OpenGL applications.

#### Enable buffer region extension

Allows the drivers to use the OpenGL extension **GL\_KTX\_buffer\_region**. This can increase application performance in 3D modeling applications that support this extension.

#### Allow the dual place extension

Allows the use of local video memory when the **GL\_KTX\_buffer\_region** extension is enabled.



However, if there are less than 8 MB of local video memory available, dual planes extension support will not be enabled. This setting has no effect if the "Enable buffer region extension" option above is disabled.

**Use fast linear mipmap**

Allowing fast linear-mipmap-linear filtering will provide increased application performance at the expense of some image quality. In many cases, a loss of image quality may not be noticeable, so you may wish to take advantage of the extra performance gained by enabling this feature.

**Enable Anisotropic Filtering**

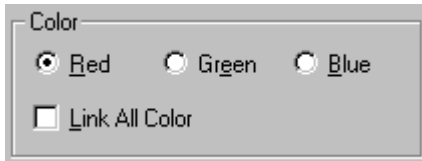
Anisotropic filtering provides better texture image quality as the texture surface becomes more oblique to the eye point. It is disabled by default to comply with OpenGL conformance settings.

**Enable Alternate depth buffering technique**

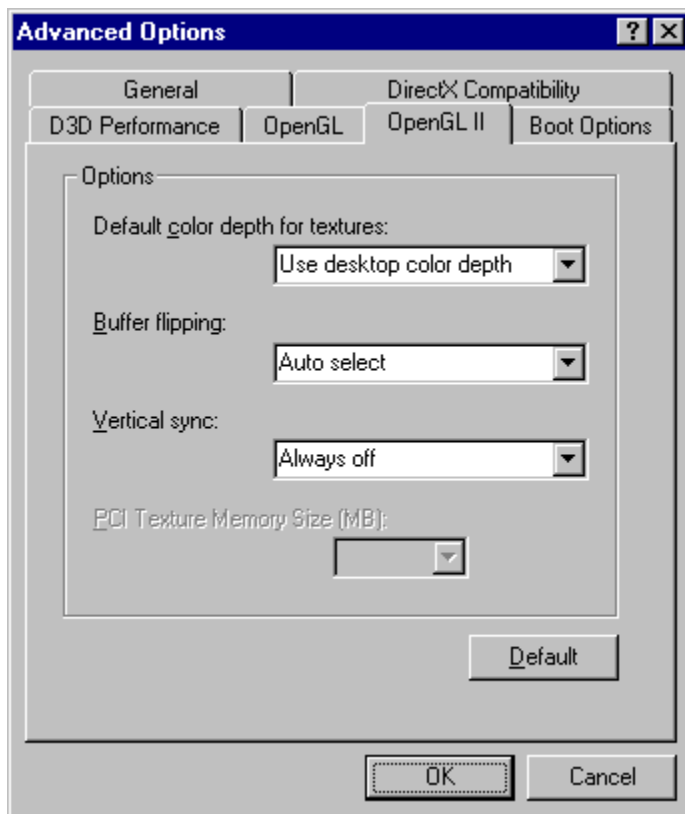
Enables an alternate technique for depth buffering. This lets the hardware use a different mechanism for depth buffering in 16 bit applications. Enabling this setting can produce higher quality rendering of 3D images.

## Setting the OpenGL II Options

To set the OpenGL II setting:



1. Bring up the Control Panel's Display Properties window.
2. Click on the **Settings** tab and then click on the **Advanced ...** button.
3. Click on the **SPECTRA Information** tab.
4. Click on the **Advanced...** button and then click on the **OpenGL II** tab.
5. In the Options section use the setting list box.
6. Click **OK**.



### Options

#### Default color depth for textures

This option determines whether textures of a specific color depth should be used by default in OpenGL applications. **Use desktop color depth** will always use textures of the color depth at which your Windows desktop is currently running. The **Always use 16 bpp** and **Always use 32 bpp** options will force the use of textures of the specified color depth, regardless of your desktop settings.

#### Buffer flipping

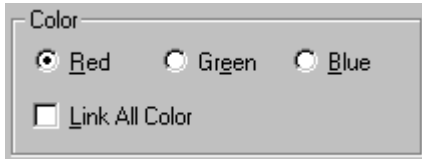
Buffer flipping is used to eliminate visible tearing when rendering images. It must be enabled to use double buffering and the Wait for V-Sync option.

**Vertical sync**

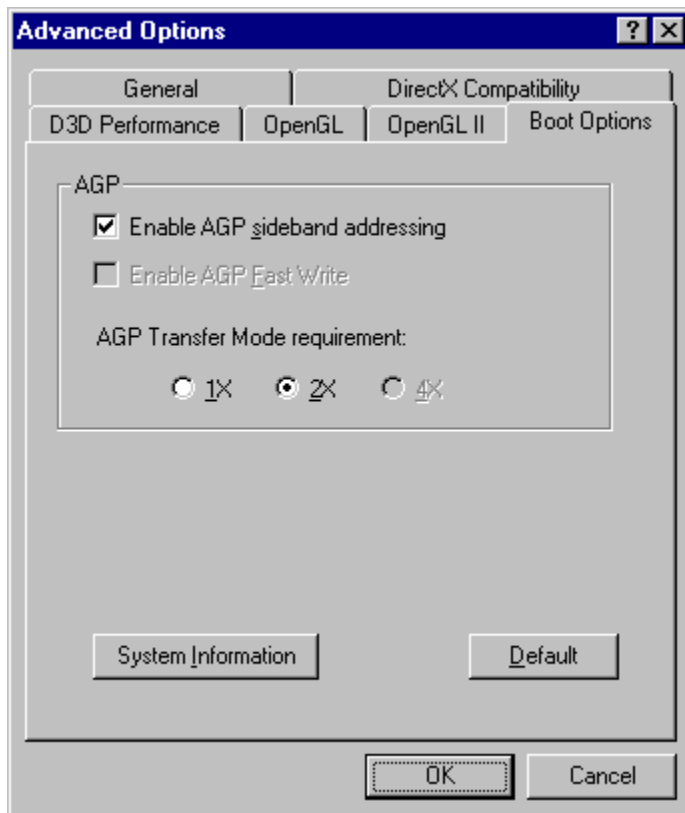
Waiting for V-Sync causes screen updates to synchronize to the vertical refresh. Disabling this option allows frame rates higher than the vertical refresh rate but visible rendering errors may occur. Buffer flipping must be enabled to use this option.

## Setting the Boot Options

To set the Boot option setting:



1. Bring up the Control Panel's Display Properties window.
2. Click on the **Settings** tab and then click on the **Advanced ...** button.
3. Click on the **SPECTRA Information** tab.
4. Click on the **Advanced...** button and then click on the **Boot Option** tab.
5. In the Options section use the setting check box.
6. Click **OK**.
7. Restart Dialog Windows Click **Yes**.



### AGP

#### **Enable AGP sideband addressing**

Enable AGP Sideband addressing.

#### **Enable AGP Fast Write**

Enable AGP Fast Write.

#### **AGP Transfer Mode requirement**

AGP Transfer Mode 1X and 2X.



